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TRAINING MANUAL

SUPER NINTENDO

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3017

It was the year of the sepdcemennial of the founding of the Federated Suns. For exactly 700 years, House Davion had ruled this portion of the Inner Sphere. Herras Ragen's father was a Colonel of an elite force in the powerful Davion army, but the army of Hanse Davion was not on the planet of Recondo that fateful night of January 12th. Colonel Joseph T. Ragen was an idol to his son. He was the best MechWarrior in the best force in the army of the best of the Successor Houses. But there was more to the man than the boy knew. The colonel had been working to infiltrate and destroy the renegade mercenary cartel called the Dark Wing Lance — and he'd learned entirely too much. Somehow, the location of his residence had leaked to the Dark Wing Lance, and a plan was drawn up for a covert hit operation. Before taking action, the members made a pact: immediately after the hit they would disband and lay low for 10 years, maintaining a code of strict secrecy, before regrouping to again undertake their nefarious enterprise.

Under cover of night, the lance attacked. While playing at a friend's home, young Herras heard the sounds of the firing. Rushing home, he found a roaring inferno where he and his mother and father and sister had lived and eaten and laughed and cried together. Orphaned at the age of 12, he vowed that someday he would have revenge on those who had done this.

3027

The outrage and shock that echoed through every home in the Federated Suns has long since died down, but it lives on in the heart of Herras Ragen, now a young man. After he saw what happened to his family, Herras could not serve the House of Davion. Now he makes his living, one day at a time, as a freelance MechWarrior — selling his services, not to the highest bidder, but to anyone whose contract might lead him closer yet to the insidious Dark Wing Lance.

Herras has tirelessly and obsessively chased down every rumor about the Dark Wing Lance. This quest has led him here, to the planet Galatea, where mercenary MechWarriors and the dregs of the Inner Sphere gather.

But we don't need to tell you this — for you are Herras Ragen.

Getting started

Insert the MechWarrior Game Pak and then turn on your system. On the title screen, you can select your game options. Press any button when the desired option is highlighted.

START GAME
PRACTICE
STEREO
LOAD GAME

If you are playing for the first time, you'll probably want to select PRACTICE and get right into your 'Mech and blast some other 'Mechs.

The LOAD GAME option will only be displayed if you have previously saved a game.

The object of MechWarrior

In MechWarrior, you play the role of Hasras Rager. Operating out of the outpost on Galatea, your object is to find the members of the evil Dark Wing Lance and have your revenge. You'll

have to identify and find them first. And you'll never be able to do it with just your Nexus (your first 'Mech), either. As you earn money for successfully fulfilling contracts, you'll be able to afford better 'Mechs so that you can deal with the enemies you encounter.

Quick introductory walk-through

At the title screen, select START GAME and press any button. You'll see yourself (Hasras). Press any button to exit the screen, and you'll find yourself on the main menu screen.

On the main menu screen, the icon for Club Zero-Zero is already highlighted for you. Press **B** or **Y** ("Yes") to go to the club.

In the club, you'll see another club icon already highlighted for you. Press **B** or **Y** to initiate a conversation with Cearle, the waiter/proprietor/chief-bottle-washer of what is jokingly referred to as the dining room of this establishment. He'll tell you which planet to go to first (Galeton). After he's left you alone, press **A** or **X** ("exit") to exit the club and go back to the main menu.

Back at the main Galaxy menu, select "G.H.Q." In G.H.Q. you'll be presented with a variety of possible mercenary contracts. If need be, click on the right arrow icon (just below the "OK!" icon) and keep pressing **B** until the Galeton contract appears. Click on the "OK!" icon to sign the contract (press **B** or **Y**), and you'll exit back to the main menu.

Back at the main menu, you'll see that the Battle icon (skull and crossbones) is now available, and highlighted. But don't rush into battle just yet. Move the highlight all the way to the right, to the 'Mech icon, and press **B**.

In the 'Mech Complex, there are only three icons available to you right now: Repair/Reload (wrench); Customize ("???"), and "Buy." Trust me, you don't have enough money to buy any 'Mechs yet. Click on the "???" icon, to go to the Chop Shop and buy some extra armor for your 'Mech.

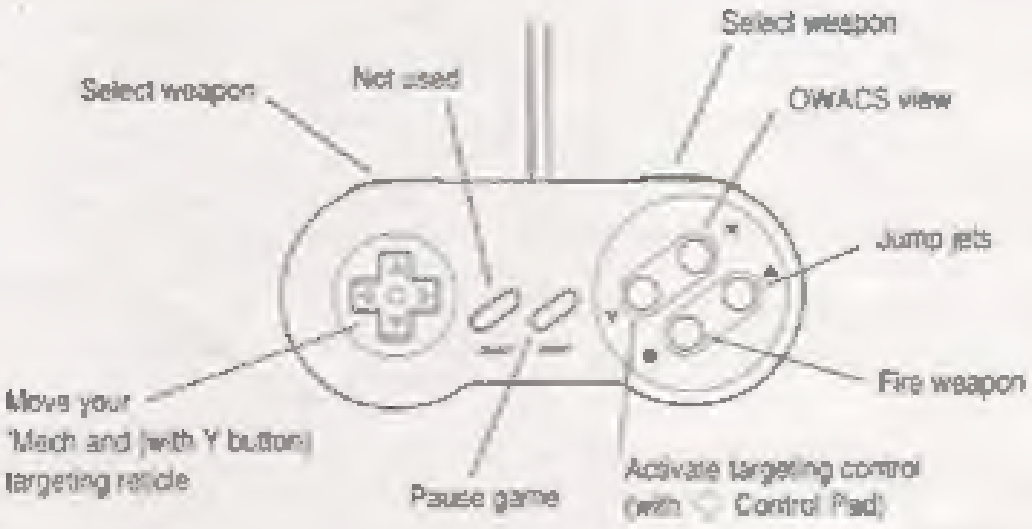
When you enter the Chop Shop menu screen, the weapons icon is highlighted. Move the highlight down, to the armor icon, and press **B**. You enter the armorer's bay. Use the right-arrow icon to increase your armor as much as you want, then select "OK!" You automatically exit the armorer's bay back to the Chop Shop screen -- and you'll see that you don't have much money left. Press **A** or **X** to exit the Chop Shop.

Back at the 'Mech Complex screen, press **A** or **X** to exit back to the main Galaxy menu.

Back at the main menu, you're ready now for your first mission. Click on the battle icon. Your 'Mech will be presented for your inspection — you're ready. Click "OK!" and go blast those 'Mechs!

Controlling your 'Mech

This diagram shows how the controller is used in battle:



General controls:

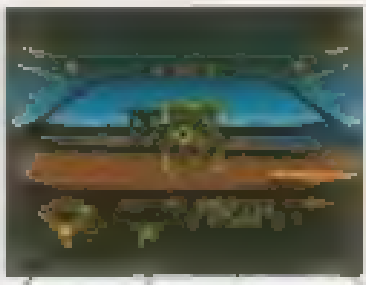
To start the game from the title screen	Any button
To accept a menu option when it's highlighted	**B** button or **Y** ("Yes") button
To exit a menu screen without accepting a menu option	**A** button or **X** ("eXit") button

Battle controls:

To move your 'Mech	Control Pad
To fire your selected weapon	Press the **B** button and release
To activate the Automated Weapons System	Press and hold the **B** button
To select a weapon (bracket it on weapon display)	**L** button or **R** button
To target a specific part of an enemy 'Mech	Hold **Y** button and move the targeting reticle with the Control Pad
To use jump jets	**A** button
To toggle your OWACS radar viewscreen on or off	**X** button
To pause and unpause the game	**START** button
To exit battle scene and return to Galatea	Hold **L** button and **R** button simultaneously for about one second.

Your 'Mech's cockpit control panel

There are several different cockpit arrangements, all of which give basically the same information.



The status display shows a rotating, animated image of your 'Mech. If your 'Mech has any damaged parts, those will flash red. At the right of the status display is a gauge which shows the heat level of your 'Mech.

The target monitor shows a rotating, animated image of the 'Mech which is currently targeted. As you cause damage to it, you can see the affected parts flash red.

The weapons monitor lists each weapon on your 'Mech. In the case of a weapon which requires ammunition (such as a machine gun or a missile launcher), the number of bullets or missiles is shown to the right. A pair of brackets indicates the currently-selected weapon.

The radar scope shows the relative location of all enemy 'Mechs in radar range. Radar range is a little shorter than your visual range. The major advantage to the radar scope is that it also shows you 'Mechs outside your angle of view—beside you or behind you. At the bottom of the radar screen is a speedometer, showing your 'Mech's speed in kilometers per hour.

There is a fifth instrument available to you, but it's not on your cockpit control panel. Press X to access the OWACS (Orbital Warning And Control System) viewscreen. The OWACS

viewscreen gives you a much broader view of your locale, and indicates the direction to enemies (+) and bases (B) within or outside your field of view. It also shows which way is north (N) and the location of special pickups (P). While in the OWACS view, you continue to control your Mech's movement and actions, and you are still subject to enemy attack. Press X again to turn the OWACS view off.

Further Information

There are four possible exits from the Galatea main menu: Battle, Club, G.H.Q., and Mech Complex (see menu screen on page 4 of this manual).

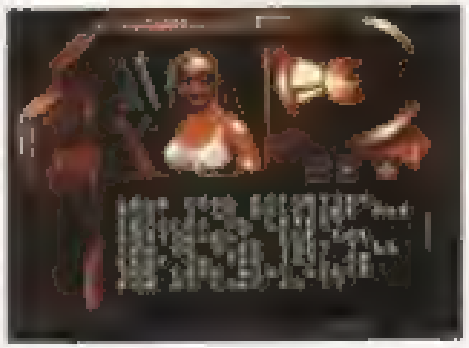
Highlight an exit icon using the ✣ Control Pad, and press **B** or **Y** ("Yes") to go to the indicated location. To return to this screen from Club Zero-Zero, G.H.Q., or the Mech Complex at any time, press **A** or **X** ("eXit"). To play MechWarrior, you'll need to become familiar with the options made available to you in all of the locations on Galatea, and use them all to your advantage.

Club Zero-Zero

Club Zero-Zero (so called because it's on Galatea's equator — 0° latitude — and at 0° longitude) is the place to be, if you want to hear news and rumors and get tips about where you might find Dark Wing Lance members. You'll be able to meet a variety of characters here, as well as to

view your holovid messages and watch the Newsnet. It's important to make full use of the Club's facilities, or you won't know what contracts to ask for at G.H.Q., and the necessary contracts won't be available to you. So pay close attention!

Using the holovid player is pretty straightforward — but if you've never seen one, or even a late-20th century VCR, you might not be familiar with the universal symbols for "fast-forward," "play," and "eject." You press one of these buttons by highlighting it and pressing B or Y. Fast-forward to view other holovids queued up on the player.



Cearic Jamiat — the proprietor and maitre d' of the club. He gets on your nerves sometimes with his constant chatter, but he seems like a nice guy. But you're new here on Galalea, you don't know who you can trust...

Larman Sholesi — Larman is an experienced merc, a veteran of more battles than he can remember. He's kept his skin in one piece through it all, so he definitely knows his stuff.

Duff Skully — a mercenary whose loyalty is unquestioned, everybody knows his loyalty is to Number One and the almighty C-bill.

Meece Yerta — if you need some extra cash on the side, go see Meece. He's kinda sleazy, a merc who likes to get others to take the tough jobs for him.

Agent Vermin Minter — this spy has a compromised comm link with House Marik; her holovids keep winding up in your hands!

Zach Slasher — a mercenary MechWarrior you'll meet along the way. Make sure it's not in a dark alley, okay?

Roden Wull — so you want some information, huh? Got any C-bills? Professional informants are an unpleasant necessity in this day and age.

Yerg Gantor — another veteran merc, and one tough cookie.

Lana Mann — the lovely spy from House Davion. No one can resist her charms.

Wolf Glupper — yet another merc. With so many mercs kickin' around, you can see that you guys are a dime a dozen.

After you've done everything you need to do in The Club, press **A** or **X** to exit back to the main Galatea menu.

'Mech Complex

This is where you can do everything related to your 'Mech— except fight with it, of course. Not all options will be available to you all the time. To exit the 'Mech Complex, press **A** or **X**.

Reload repair your Mech

After a battle you need to reload and repair your Mech If you don t have enough C-bills for a full refit, only the affordable repairs will be effected. If you want to leave without fixing anything press **A** or **X**

Customize your 'Mech

Mercs in the know call this place the Chop Shop This is probably the most complicated part of the Mech Complex There are six possible action icons here

Unless you have more than one Mech the Next Mech icon will not be available to you To add anything to your Mech click **B** or **Y** on the appropriate icon If you have the cash If you don t the "BUY" icon won t appear

When you re buying multiple items like jump jets or armor you will find that the right arrow (buy) icon disappears when your Mech can t hold any more Watch for the icon to change and click "OK" to go buy something else — otherwise you might unknowingly sell the items back

It s possible to exceed the recommended weight limitation on your Mech You ll see a warning when this occurs It s possible to go into battle with a Mech that weighs too much or too little for its class (see "The Mechs" elsewhere in this manual) but if you try it you d better fight well and fast

To exit the Chop Shop at any time, press **A** or **X**

Buy a new 'Mech

Click on the right-arrow icon to see all the available 'Mechs. If you see one that's in your budget click on "BUY" and it's yours. Otherwise, put your tongue back in your mouth and press A or X to get back to the job at hand. You can own a maximum of four 'Mechs.

[illegible] 'Mech

The fourth icon in the 'Mech Complex menu will only become available to you when you have more than one 'Mech. By the time that happens, you won't need any instructions about what to do here.

[illegible]

G.H.O. is a clearing house for mercenary contracts — the process of negotiating contracts, like many things in the 'twenties, has become a cold, impersonal, computerized interaction. You can view the available contracts by clicking on the right- and left-arrow icons. To accept a contract without negotiating the price, just click "OK". Once you've accepted a contract, you can't take any other contracts, you'll have to fulfill your obligation — or go down fryin'.

Houses typically offer mercenary contracts at a fairly low opening price. You can usually get more money for a contract. Click on the "$$$" icon to go to the negotiation screen. To increase the amount you request for the contract, click on the "UP" icon. Press "OK" to enter your bid. You'll be returned to the G.H.O. menu, and you'll hear a bell sound if your price is acceptable to the House.

To sign the contract, click on the "OK" icon. Or if you want to exit the negotiation screen without putting your cards on the table just yet, press A or X.

After you've gotten the hang of being a MechWarrior, you'll see the importance of knowing as much as you can about your mission before taking off. On the contract, it tells the type of mission you're going on — it's vital to know what it is you're expected to do. By clicking on the "INFO" icon, you can get information about the planet to which you'll be going, and how many enemy units you'll be up against.

Garrison Duty — the easiest missions. Houses normally employ mercenaries for garrison duty to free up their own troops for the front line. Defend a planet from the odd 'Mech or two (destroy all you find) and you've earned yourself some easy money.

Riot Duty — somewhat similar to garrison duty, but large groups of 'Mechs will appear, and you'll be paid more. You gotta get 'em all to complete the mission.

Reconnaissance Raid — Recon — you have to locate and collect a specific object on the planet while fighting off enemy 'Mechs.

Objective Raid — one step up from recon raids. The objective is still to collect something, but there'll be more 'Mechs in your way this time, and of course the pay is better.

Planetary Assault — enemy 'Mechs are trying to get into a base, and you gotta stop 'em all. If just one gets in or if the base gets destroyed, you've failed in your mission.

Offensive Campaign — same as a Planetary Assault, but there'll be more 'Mechs and higher pay.

Security Duty — protect a base from attacking 'Mechs. You'll have to destroy them all, and make sure the base doesn't get destroyed in the process.

Siege Campaign — you have to locate and destroy an enemy base. It's protected by 'Mechs, of course, and you'll have to deal with those too.

After making sure you know what's expected of you, you should check out the information on the planet, too — if it's hot, you'll need more heat sinks. If it's high-gravity, you'll want to take that into consideration when shopping for jump jets. And like that there.

Saving a game in progress

Click on the bottom icon in the G.H.Q. menu to save a game. The computer will show the date when you saved the game, and you'll be able to save three games. Remember which one is yours if you're sharing the MechWarrior Game Pak with a friend.

If you ever want to erase a saved game, just start a new game, go straight to G.H.Q., highlight the saved game you want to erase, and save a game on top of it. The date will change to January 4th, 3027, and whatever mess you'd gotten yourself into in that old saved game will vanish into so many electrons, never to bother you again.

When you're ready to exit the G.H.Q. screen, press A or X to go back to the Galatea menu screen. If you do this without first having accepted a contract (by clicking on the "OK" icon), you will not be able to go into battle.

Battle

After you've gotten a contract, the skull-and-crossbones icon will appear on the Galatea menu screen. Click on it, and you take off for the planet where the contracted-for battle will take place.

You probably already know about as much about battle as any other merc on Galatea, if you've read everything up to here (especially "Controlling your 'Mech" and "Your 'Mech's cockpit control panel") and if you've put in some time in the practice battle simulator. But a few more words here about battle couldn't hurt.

Like mainly, know when to quit. If you're outta ammo, your damage indicator is flashin' and the 'Mechs just keep contin' bail outta there, pal. Press and hold the L and R buttons simultaneously for about a second to quit back to Galatea. If you don't bail out, your cockpit capsule is automatically ejected in the event of 'Mech destruction anyway. So you'll be able to take the places back to the 'Mech complex and try to repair it, but that takes money. Better to default on a contract than to have to pay to fix a 'Mech that's been totaled.

Ending the game

Sometimes your 'Mech may be destroyed in battle. You'll usually be given another chance — you can take the same mission again if you want (after repairing or reloading your 'Mech if you have the money) or choosing one of your other 'Mechs if you have one, and re-enter the fray. Fail the same mission twice, and you lose your life, and the game.

If your 'Mech has been destroyed and you don't have enough money to fix it — and you don't feel like getting up from your chair to press RESET — you can end the game by accepting the same contract you took before, go the planet, and get blown up again. The game will end and you can start over with a new 'Mech.

But if you're good enough, you'll win in the end. You'll hunt down the members of the Dark Wing Lance and have your revenge at last.

The 'Mechs

The BattleMech is a highly sophisticated descendant of 20th century war machines called "tanks." The most powerful war machines ever built, these behemoths dominate the battlefields of the Succession Wars. 'Mechs come in four basic categories: light, medium, heavy and assault.

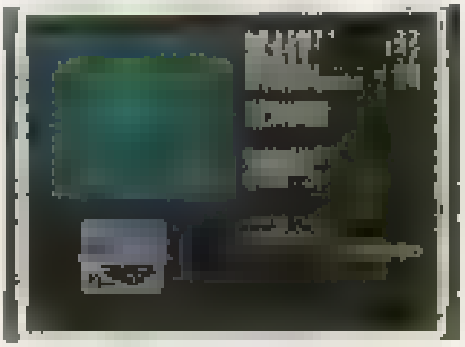
Light 'Mechs, at 20 to 40 tons, are the most inexpensive and common type; they're mostly used in reconnaissance due to their speed and jump capability. Medium 'Mechs are the real work horses of the MechWarrior universe. Ranging from 40 to 60 tons, they usually end up doing the dirty work because of the versatility. Heavy 'Mechs, weighing in at 60 to 80 tons, are the major force on the battlefield. Their capacity for relieving and withstanding enormous amounts of damage can make all the difference in a battle. The assault 'Mechs are the true heavyweights of the MechWarrior universe. With tonnage ranging from 80 to 100, their massive armor and weaponry make them formidable opponents. But they're pretty darn slow.

The secrets of the intricate technology involved in making 'Mechs was lost in the chaos of the Succession Wars — nowadays the best that people can do is mix and match 'Mech parts. Lost technology, called simply "Mech," has become a valuable commodity — there's always the hope that someday the secrets of building 'Mechs will be re-discovered.

Nexus

The Nexus may not be the biggest or strongest 'Mech around, but it's nothin' to sneeze at. Reliable and quick, the Nexus is a good beginning 'Mech until you earn enough C-bills to buy something with more pomph.

Class:	Light 'Mech
Mass:	20 tons
Maximum speed:	125 kph
Jump jets:	5
Armor factor:	48
Armament:	Short range homing missiles Small laser



The Nexus A is a little heavier than the basic Nexus Mech. The main difference though is the substitution of two missiles, instead of the medium gun.

Class	Light Mech
Mass	25 tons
Maximum speed	44 kph
Jump jets	5
Armor factor	48
Armament	Short range non-homing missiles
	Small laser

This variant of the Nexus, with the addition of arms, gains some weight but packs considerably more punch with its missiles and medium laser.

Class	Light Mech
Mass	30 tons
Maximum speed	26 kph
Jump jets	5
Armor factor	72
Armament	Medium laser
	Short-range homing missiles

Nexus-C

With the triple whammy of medium-range missiles and medium laser and machine guns, this is the most powerful of the Nexus variants. It also can withstand the most punishment of any of the Nexus Mechs.

Class:	Light Mech
Mass:	35 tons
Maximum speed:	108 kph
Jump jets:	5
Armor factor:	96
Armament:	Medium-range non-homing missiles
	Medium laser
	Machine guns (2)

Raijin

The Raijin, named after the mythological Japanese god of thunder, is well named. It may not be as quick as lightning, but it unquestionably makes itself heard with its long-range homing missiles and medium laser.

Class:	Medium Mech
Mass:	55 tons
Maximum speed:	108 kph
Jump jets:	4
Armor factor:	112
Armament:	Medium laser
	Long-range homing missiles
	Machine gun

Fujin (Raijin-A)

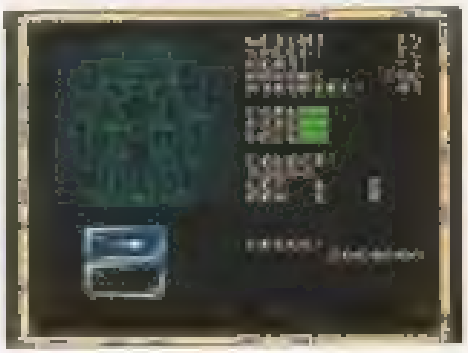
This variant of the Raijin was affectionately dubbed "Fujin" by MechWarriors of Japanese ancestry, after their mythological twin gods of thunder (Raijin) and wind (Fujin). The Fujin lives up to its namesake by dint of its versatility and ferocity.

Class:	Medium Mech
Mass:	50 tons
Maximum speed:	108 kph
Jump jets:	5
Armor factor:	88
Armament:	Large laser Medium-range homing missiles

Grand Crusader

This heavy attack 'Mech, a variant of the popular Crusader, is one of the most effective fighting machines around. Its twin PPCs make it a formidable opponent against any 'Mech unlucky enough to be in the vicinity.

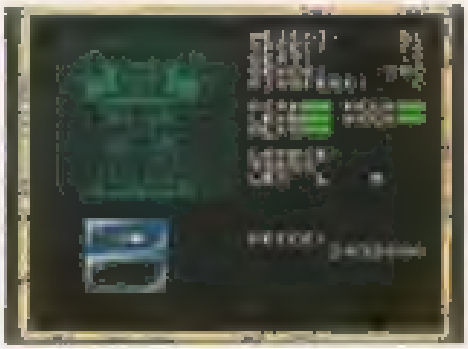
Class:	Heavy 'Mech
Mass:	75 tons
Maximum speed:	72 kph
Jump jets:	4
Armor factor:	200
Armament:	Particle projection cannons (2) Machine gun



Ragnarok

The dictionary defines Ragnarok as "the final destruction of the world in the conflict between the Norse gods and the powers led by Loki." Pretty heavy stuff, which is fitting for this gigantic assault Mech. Someday you might run into a 4-legged variant, commonly referred to as the Ragnarok/4. But on Galatea you'll only encounter the standard 2-legged variety.

Class:	Assault Mech
Mass:	80 tons
Maximum speed:	76 kph
Jump jets:	None
Armor factor:	280
Armament:	Particle projection cannon
	Long-range homing missiles
	Medium laser
	Machine gun (2)



Tips

- When buying weapons, think missiles. Short-range homing missiles are cheap and effective, and you get a lot of them. Medium-range missiles let you keep your distance from the enemy, but you get less.
- When you're on a battle planet, you'll see that the installations are buried in the ground — moving across the tops of the buildings will slow you down. You'll be able to move most quickly along the roads and runways. If you see a grey disk on the ground, that's a land mine. You don't want to step on those!
- Watch your heat gauge. Mechs have a tendency to overheat, which can cause it to shut down. Make sure you buy enough heat sinks, especially when you're going to use high heat-inducing weapons like the large laser and the particle cannon. If you get overheated and there's some water nearby, take your Mech for a little dip to cool off.
- As you build your fleet of Mechs, make sure that you acquire a variety of Mech types so you can pick the Mech best suited for the job at hand. Sometimes you need to be quick, other times you want more firepower.
- The most vulnerable part of a Mech is its legs — take them out and the Mech is useless. Of course, there are two of them per Mech — you have to shoot 'em both away to eliminate the threat from its weapons. Just remember that the same goes for you.
- Save your game before going into battle. That way, if you lose the battle, you can just go back to your saved position and try again without having to pay for repairs.

Original BattleTech board game by Jordan K. Weisman and L. Ross Babcock III — board game design, characters and universe © 1993 FASA Corporation
Original MechWarrior game design by John A.S. Snead, Paul Boerman, Terry Ishida, and Damon Slye — original software © 1989 Dynamix, Inc.
Mechs designed by Victor Musical Industries, Inc.
Developed by Beam Software, (battery of Victor Musical Industries, Inc.
Produced for Activision by Tom Sloper
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Package by TDC Group
Comic Art by Greg Wilkins
Manual by Tom Sloper
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If you enjoy this game, check out the full line of BATTLETECH board games — look for them in game stores or comic book shops in your area. And next time you're in Chicago or Yokohama or Switzerland, pay a visit to the BattleTech Center there. There are more BattleTech Centers planned too — coming soon to a city near you. Opening in June '93 Detroit and Las Angeles. See you there!

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